

PHILIPS

G7000 VIDEOGAMES

CLUB NEWS

Issue No 6

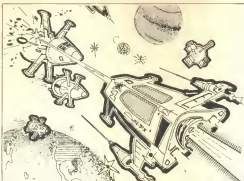
Philips Video Division City House 420-430 London Road Croydon CR9 3QR

**Two mind-tingling new games
at your stockist in November**
-Videopacs 39 & 40

FREEDOM FIGHTERS & FOUR-IN-ONE-ROW

Face terrifying tension on your rescue mission as Commander of the Earth Federation Rescue Fleet... only you can save your doomed comrades trapped in Deep Space Confinement Crystals... only you have the skill to evade the Pulsar Empire's deadly Warships and Hunter-Killer Drone Mines. If you have nerves of iron, we dare you to become a **FREEDOM FIGHTER!**

Pit your wits against crafty, mischievous Pusycat and Hounddog... or take up your G7000 computer's challenge and try to out-think mind-expanded Microcat and Microdog in the most grippingly original Videopac this year... **FOUR-IN-ONE-ROW!**



G7000
Videogames Club
**MEMBERS EXCLUSIVE
OFFER INSIDE
FLUFFY
MUNCHKIN
GLOVE PUPPETS!!**

**CONQUEST
OF THE WORLD
QUEST
FOR THE RINGS**

The world's only
Video-Boardgames -
only from Philips G7000 -
at your stockist now!!!

Dare to venture into hyperspace to become a FREEDOM FIGHTER...

If you're moving house, write to Sharon at the Club address, giving her your membership number and new address. She'll then make sure your Newsletter catch up with you!

One or two players pit their nerves and concentration against the evil Pulsar Empire in 3 different games of space conflict: **Evasion**, **Attack** and **Solo Combat**. Your Space-Hunter is keeping vigil at its lonely outpost when your orders come through: "Protect our galaxy from the invading Pulsar Empire. Liberate prisoners already taken."

EVASION Game

You must cope with a horrific problem — your laser-guns are inoperative and you are entirely dependent on your talents for evasive action against Pulsar Warships and Hunter-Killer Drone Mines.

The action begins

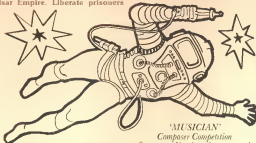
Your Space-Hunter is in centre-screen — hungry for action. Enemy star-ships start to appear, busy laying space mines so they don't actually pursue you. But their numbers are overwhelming — has the mighty Pulsar Empire sent its entire fleet against you? If you fail to evade your craft explodes and the game is over.

Scoring

A space-clock in the bottom right corner of the screen keeps track of your survival time, and awards points on a time basis in synchronisation with the rhythm of the game. But remember, part of your mission is rescue! As you see purple crystal cage-capsules containing your trapped Earth-Federation colleagues drift onto your screen you must manoeuvre through enemy craft and mines to touch the capsule — the prisoner is liberated and you score 20 bonus points! The longer you survive the faster the game goes. When one is over the next begins immediately and your score transfers to the left side of the screen. Using the keyboard, you can then key in the name of the reigning champion at the bottom of the screen.

ATTACK Game

Your technicians have at last reactivated your lasers! On your nose-cone you have a mighty effective weapon against the Pulsars. Press your action button and the lasers deadly beam zaps the enemy clean out of space! You score 1



'MUSICIAN'

Composer Competition

See our next Newsletter for more news!

point for a mine, 5 for a star-ship and, of course, 20 extra each time you liberate a prisoner.

At your fingertips: lots of game options!

In either game, play alone or recruit a co-pilot. Alone you control both handsets, the left manoeuvring your craft in any direction at normal space-drive, the right hurtling you straight into Hyperspace for unimaginable speed! BUT in Hyperspace you can only move up or down, although your joystick enables you to turn to face the direction of attack. When you have a co-pilot, he controls the Hyperspace handset, and awaits your call for extra speed to evade the enemy or reach a purple prism. **The background sound-effects reflect the aggressiveness of the enemy; the higher the score, the faster the cadence, the more the excitement builds.**

THIS NEW SPACE CONFLICT GAME IS HARD TO TEAR YOURSELF AWAY FROM IT WILL BE YOURS FOR AROUND £20-£25!



Join the G7000 Pen-Pal list

As the Club is so frequently asked to put members in touch with each other, we've decided to feature a 'Pen-Pal' column in future Newsletters. Quite a few letters from members keen to go on the list have already come out of our postbag, so we'll start the column next time. A list of names and addresses of potential Pen-Pals will be printed, and members are then free to contact each other as they please. It could be a chance to organise some exciting 'Home' and 'Away' contests!

Interested? Write at once to Sharon, Membership Secretary, at the Club address, marking your envelope 'Pen-Pals'. That's all you do (don't forget to give that membership number!) but please — if you're under 18, ask your parent's or guardian's permission before you write.

Videopac 40 – 4 in 1 row

TEST YOUR SKILL AND ANTICIPATION AGAINST EACH OTHER OR THE COMPUTER IN THIS ABSORBINGLY CLEVER 'BALL' GAME FOR 1 OR 2 PLAYERS

And there's no danger of taking things too seriously with wacky Pussycat, Hounddog, Microcat or Microdog on your screen! You start with 8 vertical columns on the TV screen, each with a capacity for 6 stacked 'balls'. The object is to get four balls in a row, either horizontally, vertically or diagonally. Sounds simple? Try it!

GAME FOR TWO

At the bottom of the screen are the words 'Pussycat' in red and 'Hounddog' in green. These are the two rivals, controlled by the players through the handsets. At each game's end the colours reverse: red always begins so both players get even chances!

To begin

The first player moves Pussycat or Hounddog across the top of the screen with the handset, selects a column and presses the action button to drop the ball. The second player then takes a turn.

G7000 computes your chances! On the right side of the screen the G7000 shows the prevailing strategic strength of both players. The higher your figure, the better your chances of



getting four in one row! Both players continue until one succeeds. The game scores are shown at the bottom left of the screen, and the winning animal can be seen wearing a smugly triumphant smile! If you like, you can key in your own name on the screen in place of 'Pussycat' or 'Hounddog'.

GAME FOR ONE AGAINST THE COMPUTER

A challenge indeed! Choose from 3 skill levels, 'Microcat 1' for beginners, 'Microcat 2' for experienced players and 'Microcat 3' for experts. Microdog 1, 2 and 3 give you a further twist! Microcat 1 uses a special micro-sensor which appears as a Mu-sign on the right side of the screen. It will move across the columns taking some time to calculate its chances. Microcat will follow, and drop his ball into the

column selected by the Mu-sign. Then it's your turn!

Microcat 2 is similar, but the computer tries even harder to outwit you, and in

Microcat 3 you have to approach genius-level to win – or be very lucky! The Microdog games are similar to Microcat, but YOU can also call on the computer for assistance with YOUR moves.

Microcat V Microdog gives you the chance to study the game by getting the computer to compete against itself. THIS BRAIN-TEASING GAME HAS A SKILL LEVEL TO SUIT EVERYONE IN THE FAMILY. FIND OUT WHO YOUR GENIUS IS FOR AROUND £20-£25.

HOW A VIDEO PAC IS MADE

by Chris Medin

There are 3 major phases in the creation of every new Videopac game-cartridge:

- (1) The idea
- (2) Development through several game versions
- (3) Final test and production

(1) First and foremost, we need a good idea

At Philips we have regular 'idea-pools' where any new game ideas are discussed, laughed at, rejected or enthused about. They're great fun – but more important than this are the ideas we get from you – the owners and users of the G7000. It's what you want that interests us, which is why we never stop asking Club members to send in their ideas. Have we had one from you yet?

(2) Next we develop it into a 'playable' format

Every idea is examined for excitement, interest and action potential. We also consider its ability to 'translate' into a computer-game format. These are the first 3 questions we ask:

- (i) Can the game components needed – eg weapons, landscape – be depicted on the screen?
- (ii) Will there be sufficient programming space for the whole game on a Videopac cartridge?
- (iii) Can we develop sounds to suit the on-screen action?

Invite your friends to join the Club

We're working on the theory that BIG is BEAUTIFUL, as well as MORE FUN, so the more members we have the better it'll be!

You even get a reward for each friend, and they get better and better.

A smart Sharflet G7000 Videogames Club pen for 1 friend

A Club T-Shirt for 2 friends

A long-sleeved Club Sweat-Shirt for 4 friends

Get rounding 'em up now and you could be very smartly kitted-out before long! Ask your friends to pick up a Club application form from your Dealer. Fill it in and send it with a cheque/postal order for

£2 (membership fee) made out to the G7000 Videogames Club, to Sharon, Membership Secretary, G7000 Videogames Club, 345a Station Road, Harrow, Middx. Make sure they also give YOUR name and membership number, plus your size if you qualify for a Club garment.

PIP CARTOON



**Exclusive Club
Special Offer**



If the answer is 'yes' in all cases, a lucky programmer is chosen to work on the first game set-up! He must produce the first picture on the screen showing all the game components in full colour.

The first big test: An internal 'test group' is now charged with the task of assessing the game at what we call "First Picture on the Screen" stage. They must be satisfied that the game components look realistic, the colour choice is good and the overall image on the screen is interesting and exciting. When they give the go-ahead, the programmer starts on.

The really hard work! Our programmers love the challenge! They start by making a 'flow chart' of the whole proposed programme. Using special coded forms, this flow-chart is then typed onto a computer development system and stored in a disc memory to which the programmer has instant access at all times. When all this is done, our talented computer converts all the information into a code that the G7000 can understand. Now the programmer looks at the results of his work so far on the TV screen. A certain amount of what we

call 'de-bugging' and 'fine tuning' is normally required at this stage. Sometimes we're pleasantly surprised to find the game works properly right away! If not, the programmer starts the detective work to track down the problem. He must make sure that all the possible versions of the game work equally well.

(3) Then — the final test and production

When the programme is at last error free the programmer proudly delivers the prototype Videopac to a test group for some serious playing! They give the new game marks for:

- Excitement and fun potential
 - Quickness to learn, but having variations that will keep the experienced player on his toes
 - Visual sharpness and quality of graphics
- If high marks are scored all round, the programmer gets a pat on the back! He then makes any final adjustments that are needed and the game goes into production. That's when you read about it in your G7000 Videogames Club Newsletter!

GORGEOUS FLUFFY MUNCHKIN GLOVE PUPPETS!!

*Special Offer to
Club members*

**only
£2.99 each!**

including postage and packing

These lovable creatures are only available to members of our Club. Totally soft and cuddly, they make friendly fluffy companions for even the youngest member of the family. When fitted on your hand they measure about 6ins across, and they come in pink or blue. With their mischievous faces, they guarantee a lot of fun and laughs when they're around!

We have only a limited stock of Munchkin 'Fluffies', so be sure your order reaches us as soon as possible. Make sure you include the following:

- The number of Munchkin puppets you want
- Your colour preference, pink or blue
- Your name, address and membership number
- A cheque or postal order made out to the G7000 Videogames Club to the value of £2.99 incl. p&tp for each Munchkin puppet ordered

Please allow 28 days for delivery

At-a-glance guide



SPOTLIGHT ON A GREAT GAME

Number 22

SPACE MONSTER

This game of fast-moving defensive skill against ghastly aliens from space is one of the toughest of all!!

When a force of terrible beings from beyond the Stars attacks your innocent, ill-defended planet, you need amazing reserves of confidence and courage to win the day! The merciless Space Monster has no fewer than 8 robots armed with rocket launchers protected by missile-proof protective shields, to your 1 robot and 4 mobile rocket launchers. And only 3 of your launchers are housed in rocket-proof bunkers – the other must stand alone. Only YOU can save your planet by destroying this vile Monster from space and his heavily-armed robot minions.

The enemy has uncanny knowledge

The aliens seem to know exactly where your forces are at any given time. What gives them this power? You must fathom it – and you can only do this with safety from within the protection of your defensive bunkers.

As if you didn't already have enough to cope with – this unspeakable Monster from the nether-regions of the Universe is indestructible! If you hit it – it regenerates! Using your obedient robot, you fight on, but if your rocket launchers are hit your robot is undefended. Can you get him to a protective bunker in time?

You use your joystick to direct your rocket launcher, and your action button to fire the deadly rockets that are your only chance to survive. Tension mounts as the game continues. If you look like subjugating the enemy, the Monster itself will descend in a final, desperate attempt to destroy your rocket launchers and robot. You can only win by totally destroying all the enemy forces to make your planet safe. And if you do – this is only one battle. The War is not over until you – or the enemy – have achieved total destruction of the other side TEN TIMES! Do you have the courage to stand against the Space Monster?



The Great Munchkin Hunt is Over!



Nigel Smith

It wasn't easy – but Nigel Smith of 65 Carlen Rise, Fords Farm, Colchester, tracked down every last Munchkin in our Newsletter number 4 Prize Competition! This was his entry:

	Where 'Munchkins' included one on join	Others
Page 1	12	–
Page 2	7	–
Page 3	8	2 black
Page 4	9	1 black
Page 5	17	–
Page 6	10	1 (photo)
Page 7	12	1 black
Page 8	9 not including one on join	1 black
TOTAL	84 where	+ 6 others
= 90 Grand Total		

Well done Nigel, your Videopac choice of Monkeyshines is on the way!

All correct entries receive prizes this time!!

Altogether about 50 entries in the 'Munchkin' hunt the answer right. We were a bit puzzled. I just thought it was a little time it at all. It was something very unusual. I am thinking about it, because this fully Munchkin game is a great way to win prizes, and I've seen this. I've seen them just a little bit. I've seen them a little bit. I've seen them a little bit.

HE'S NEW-HE'S BOLD HE'S STEVE- OUR NEW LEADER!

Steve Newbold



Dave Martin has moved on to a new career with Philips. He's now Marketing Manager Colour TV. Congratulations, Dave, and a warm welcome to your successor as Head of the G7000 Videogames Club, Steve Newbold. Steve is 31 years young and has been with Philips for a grand total of 9 years. His last 2½ years have been spent abroad in Holland, where he was closely involved with marketing all the many Philips video products. He helped to develop the tremendous enthusiasm that exists today for videogames in countries as far away as Greece and Arabia, as well as all over Europe. Of course he hasn't escaped the bug himself, which explains his keenness to continue to develop our

Club into the most exciting of its kind in the world. Steve's a keen sportsman and likes a game of golf – so guess which Videopac he gets most fun from! Steve's young son Francis is also a G7000 fiend – his favourite games are Munchkin (surprise, surprise!) and Jumping Acrobats.

Jock Donnelly is still our resident Club Technical Expert, and Alison Tate – our administrative whiz-kid – has recently been married and changed her name to Alison Jones. Sharon, of course, is the Club's Membership Secretary (remember to address all your letters to her) with Debbie as her assistant. So Steve heads up an unchanged, keen-as-ever team!

YOU WRITE

It seems to be the month for long letters! The first one we're printing excerpts from (we'd need another page to publish it all!) is from two sisters, Heidi and Samantha Jones, ages 12 and 8 respectively, of 36 Shakespeare Ave, Cefnglas, Bridgend.

"We're writing you a long letter as we are trying to win £5 for the Murchkin game we are trying to get. We think the G7000 is great - we're glad we had it for Christmas, instead of a CB radio and we think the Club is a good idea as well but the Newsletter is a bit short. One thing we are puzzled about is Gary Lee's score for Cosmic Conflict. To finish the game you have to shoot down 15 ships and as you lose 10 points off your original 1000 every time you fire it's impossible to score more than 850, not 875 as Gary claims. I think you're wrong."

We agree, as it months into finishing the game of Chess and you said you would finish it through to the end. What was their answer?

Heidi and Samantha also sent in a new game idea, a competition idea, a poem and a super cartoon. We're very impressed with your industry, girls! We've had many letters querying Gary Lee's score and you're quite right, we've since found it is impossible, too. We probably misread Gary's original letter - we're in the process of contacting him to put things right. Sorry you think the Newsletter is too short - a few more letters like yours should put that right! Regarding the game of Chess - the good news is it's on its way! We'll be giving you all the details in a forthcoming Newsletter. Meanwhile, put the £5 towards Videopac 38 - we know you won't regret it!

Another long epistle came from Paul Kay of 52 Park Lane, Shirland, Derbys. He also brought up the query on the highest score for Cosmic Conflict, and sent us a beautifully-drawn 'Penis of Pip' cartoon which we unfortunately have no room for. He asked these questions:

How much are Videopac cartridges? And how much are other items from the Club like pens and badges?

Sorry, Paul, but the Club doesn't sell Videopacs - these are only available from your G7000 stockist. As for all the other items available from us - and remember, unlike Videopacs they are exclusive to members - you'll find the next Newsletter will include a complete list with all the prices.

PRIZE COMPETITION NUMBER 6

Spot the Videopac 22 difference!

Test your powers of observation in this intriguing competition! Below are two illustrations of famous action that will be familiar to all owners of Videopac 22 - Space Monster. At first glance these pictures may look the same. They're not! They differ from each other in no fewer than 22 ways.

How to enter

On the right hand picture, draw a ring around each difference as you find it. If you can find all 22, cut carefully around the frame of the illustration with your rings drawn on it, pop it into an envelope marked 'Prize Competition No. 6' together with your name, address and membership number, and send it to Sharon, G7000 Videogames Club, 345a Station Road, Harrow, Middx.

NEWSLETTER BACK COPIES

If you've just joined the Club and you'd like copies of previous Newsletters, write to Debbie, Assistant Membership Secretary, at the Club address.

